Amendments to the Claims:

This listing of claims replaces all prior versions and listings of claims in the application:

Listing of Claims:

1. (Currently Amended)  A virtual reality encounter system comprising,

motion sensors positioned on a human user, the motion sensors sending motion signals corresponding to movements of the user as detected by the motion sensors relative to a reference point the motion signals over a communications network;

a set of goggles worn by the user, the goggles including a display to render video signals received from at least one camera; and

a humanoid robot, receiving, from the communications network, the motion signals to induce movement of the robot according to movement of the human user, the humanoid robot further comprising:

the at least one camera coupled to humanoid robot, the camera for sending video signals to the communications network for reception by the set of goggles.

2. (Original) The system of claim 1, wherein the robot includes actuators corresponding to the motion sensors, the actuators causing the robot to move.

3. (Currently Amended) The system of claim 1, wherein the robot has life-like features, the robot comprises:

a body, the body having a head portion with at least one eye socket;

and with the at least one [[a]] camera coupled to the head portion of the body in the at least one eye socket , the camera for sending video signals to the communications network; and

a microphone coupled to the body, the microphone for sending audio signals to the communications network.

4. (Currently Amended)  The system of claim 3, further comprising:

~~a set of goggles including a display to render the video signals received from the camera~~ ~~and~~

a microphone coupled to the body of the robot, the microphone for sending audio signals to the communications network; and

a transducer disposed in a headset worn by the user, to transduce the audio signals received from the microphone.

5. (Currently Amended)  The system of claim 4, wherein the robot is at a first location and the set of goggles is at a second location the system further comprising:

a second humanoid robot in the second location, the second humanoid robot having a second microphone and a second camera for sending audio and video signals over the communication network; and

a second set of goggles worn by a second user at the first location to receive the video signals from the first camera ,via the communications network;[[:]] and

a second earphone worn by the second user at the first location to receive the audio signals from the first microphone, via the communications network.

6. (Original) The system of claim 1, wherein the communications network comprises:

a first communication gateway in the first location; and

a second communication gateway in the second location, the second processor connected to the first processor via a network.

7. (Currently Amended) The system of claim 4, ~~wherein the communications network~~ further comprises an interface coupled to the interface network, the interface having one or more channels for:

receiving the audio signals from the microphone;

receiving the video signals from the camera;

sending the audio signals to the set of goggles; and

sending the audio signals to the transducer.

8. (Original) The system of claim 4, wherein the body includes an eye socket and the camera is positioned in the eye socket.

9. (Original) The system of claim 4, wherein the body includes an ear canal and the microphone is positioned within the ear canal.

10. (Original) The system of claim 9, wherein the set of goggles, comprise a receiver to receive the video signals.

11. (Original) The system of claim 4, wherein the robot, comprises a transmitter to wirelessly send the audio signals, motion signals and the video signals to the communications network.

12. (Original) The system of claim 1, further comprising:

a first communication gateway in the first location the first communication gateway further comprising:

a computing device that receives the motion signals and transmits the motion signals over the communications network.

13. (Currently Amended) A method of having a virtual encounter, comprising:

sending motion signals from motion sensors positioned on a human user, the motion signals corresponding to movements of the human user as detected by the motion sensors relative to a reference point, the motion signals being transmitted over a communications network;

receiving video signals from a camera via the communications network, with receiving using a set of goggles worn by the user, the goggles including a display to render the received video signals from the camera;

receiving, at a humanoid robot, the motion signals sent by the motion sensors, via the communications network;

sending video signals received from the camera positioned on the humanoid robot to the goggles, via the communication network; and

inducing a movement of the robot according to movement of the human user.

14. (Original)  The method of claim 13, wherein receiving comprises receiving signals from the motion sensors at corresponding actuators coupled to the robot, causing a movement comprises the actuators causing the robot to move.

15. (Currently Amended)  The method of claim 13, further comprising:

sending audio signals over the communications network, the audio signals being produced from a microphone coupled to the robot;

sending the video signals to the communications network, the video signals being produced from a camera coupled to the robot;

rendering the video signals received from the communications network using a display embedded in a set of goggles; and

transducing the audio signals received from the communications network using a transducer embedded in the set of goggles.

16. (Currently Amended0  The method of claim 15, wherein the robot is at a first location and the set of goggles is at a second location and the method further comprises: further comprising:

sending audio signals to the communications network from a second microphone coupled to a second robot at the first location, the second robot having life-like features;

sending video signals to the communications network from a second camera coupled to the second ~~robot having life-like features~~ mannequin;

rendering the video signals received from the communications network onto a monitor coupled to a second set of goggles worn by a user at the first location; and

transducing the audio signals received from the communications network using a second transducer ~~embedded in the second set of goggles~~ on the user at the first location.

17. (Original)  The method of claim 15, wherein the robot includes an eye socket and the camera is positioned in the eye socket.

18. (Original)  The method of claim 15, wherein the robot includes an ear canal and further comprising positioning the microphone within the ear canal.

19. (Original)  The method of claim 15, wherein the set of goggles, comprises a receiver to receive the video signals.

20. (Original)  The method of claim 15, wherein the robot further comprises a transmitter to wirelessly send the audio signals, the motion signals and the video signals to the communications network.